


THE EYE SHIELD



Issue 55

January 2009

CONTENTS

[Message From Me:](#) Featuring Knightmare QI.

[Remember This?:](#) The Falling Bridge.

[Battle of the Dungeoneer Icons:](#) Barry vs. Julie.

[Adventure Time:](#) With Ross Thompson.

[Puzzle Page 1:](#) Famous Last Words VI.

[Those Knightmare Nights:](#) By Gehn "Lex" Luthor.

[Classic Quest:](#) Jeremy, Alexander, Amanda and Anthony.

[Creature Feature:](#) The raven.

[For Dungeon and Dungeon Master:](#) Chapter One.

[Remember Her?:](#) Heggatty.

[Knightmare Locations:](#) Weald and Downland Open Air Museum.

[Robin Hood in Knightmare:](#) The lowdown on another legend.

[Kids' TV Shows I Grew Up With:](#) By Rosey Collins.

[Puzzle Page 2:](#) First Words VI.

[Scandinavian Knightmares:](#) Chapter Four.

[Poetry Corner:](#) Rebecca.

[Puzzle Answers.](#)

The Eye Shield Issue 55 is copyright Jake Collins 2009.

MESSAGE FROM ME

Welcome to issue 55 of The Eye Shield. We have yet another jam-packed issue to kick off 2009. My own humble efforts include (as well as all your regular favourites, of course) a highly interesting and informative rundown of all the Robin Hood references in *Knightmare*, as well as a few visual highlights of my second visit to the Weald and Downland Open Air Museum in West Sussex.

Much to my delight, I have several readers to thank for their contributions to this issue. TES veteran Ricky Temple has been particularly prolific, providing us with a thought-provoking comparison of Julie and Barry from series 7 in *Battle of the Dungeoneer Icons*, as well as the first chapter of his latest story *For Dungeon and Dungeon Master*, the thrilling sequel to *The Fastest Draw in the Dungeon*. Elsewhere, Ross Thompson takes the helm in *Adventure Time*, *Knightmare* QI stalwart Gehn "Lex" Luthor offers an insight into some of his *Knightmare Nights*, Jón Þórsteinn Petúrssson's *Scandinavian Knightmares* continues unabated, and Rosey Collins presents the final part of her extensive look at some of the best children's TV of the '90s in *Kids' TV Shows I Grew Up With*. Thanks so much for these, guys and gals - my undying gratitude is yours as always.

Speaking of reader contributions, Chris Lunn is keen to reassure everyone that *The Forbidden Fear* will continue in the near future, despite its recent absence - thanks for keeping me up to date, Chris. Hopefully the same is also true of Ian Down's *The Strangeness of the Walls*, but we'll just have to wait and see!

We begin as usual with a few words from Ross Thompson, editor of TES's sister fanzine The Raven's Eye (at www.freewebs.com/ravenseyemag) and one of the main reasons I still find myself keen to carry on doing this.

Well done with another great issue of The Eye Shield! The improview was so random, but I loved reading it because it was just lots of views about *Knightmare* in one! With the puzzles, I found the First Words easier than the Last Words, because I tend to remember a character's first appearance more easily. *Scandinavian Knightmares* was as hilarious as ever, and *The Strangeness of the Walls* was great. Overall, a fantastic issue - well done, Jake!

Cheers, Ross - you make my life worthwhile.

What's that I hear you cry? You fancy a bit of Nightmare QI, do you?
All right, then, you've twisted my arm!

1. **When Elita loses her voice, which character reveals to us (the Watchers) what has actually happened to her?**

Answer: Pickle.

Cliché: Hordriss.

Explanation: Hordriss shares this scene with Elita (during Alex's quest) and reveals to the team what has happened to the mouthy little elf. However, thanks to the episode break during the scene, Pickle has already told the Watchers at home that Elita has lost her voice!

2. **By whom is Mrs Grimwold accompanied during all but one of her series 3 appearances?**

Answer: Festus.

Cliché: Mr Grimwold.

Explanation: Disappointingly, Mr and Mrs Grimwold only actually appear together in one episode, namely episode two of series 3. During five of her six appearances in the series, however, Mrs Grimwold is in the company of the unseen Festus; the only exception is her appearance with Scott in episode eleven.

3. **Which is the first losing team not to be dismissed by the spell DISMISS?**

Answer: That of Chris I (Team 3 of Series 2).

Cliché: Matt's (Team 1 of Series 6).

Explanation: Series 6 finally saw DISMISS bow out after five series, to be replaced with the mace, but, for whatever reason, Chris and pals missed out on DISMISS after they had been turned to stone by Medusa.

4. **What is the significance of these spells? LANTERN, FREEZER, SLEEP, DARK, DANCE, SWORD, GRIP, ENERGY, TWIST, CURE, RUN.**

Answer: In chronological order, these are all the spells that Merlin gave out (verbally, or by means of a magic object) that were actually cast by the teams – LANTERN (Series 1); FREEZER, SLEEP, DARK (Series 2); DANCE, SWORD, GRIP, ENERGY, TWIST, CURE (Series 3); RUN (Series 4).

Cliché: No particular cliché.

5. **What is the maximum number of consecutive Scottish dungeoneers featured on Nightmare?**

Answer: 2.

Cliché: None.

Explanation: Of course, there were only two Scottish dungeoneers during Nightmare's entire run – Karen from Denholm (near Hawick) and Gavin from Uddingston (near Glasgow). And although it doesn't seem immediately obvious, these two were actually consecutive, seeing as Karen was the last dungeoneer of series 2 and Gavin was the first dungeoneer of series 3.

6. **Who was the first dungeoneer to ride Smirkenorff from level one to level two?**

Answer: Sarah (Team 3 of Series 5).

Cliché: Catherine (Team 1 of Series 5).

Explanation: Both Catherine and Richard flew on Smirkenorff before Sarah did, but they both undertook the flight as a kind of introduction to the quest as

a whole, which is something that Smirkenorff stopped being used for after series 5. Sarah was the first dungeoneer to use Smirkenorff as a means of transport to the second level, although she was certainly not the last!

7. Which dungeoneer made use of a talking book?

Answer: Naila (Team 4 of Series 7).

Cliché: Nathan (Team 3 of Series 8).

Explanation: Nathan bought a talking book from Honesty Bartram outside Marblehead, in the hopes of using it to answer Snapper-Jack's Greek Mythology questions, but he never got the chance to put the artefact to use. However, the year before, Naila had picked up a talking book in the Rift of Angar. This one was a spell book, which gave her the spell BOLT to deal with Raptor, Grippa and Rhark. (Okay, so it was actually a bookworm *inside* the book that was talking, but let's not get pernickety!)

8. Which is the final character to be seen locked in a set of stocks?

Answer: Merlin.

Cliché: Romahna.

Explanation: As you should know by now, the correct term for the head-and-hands contraptions that Nightmare used so often, and usually referred to as stocks, is actually a pillory. The only stocks featured on Nightmare were confined solely to series 4, even though the pillory made appearances in series 5, 6 and 7 as well. The final character seen sitting in the stocks (although he had locked himself into them as part of a grand scheme to test Giles's chivalry) was Merlin.

9. What is unique about the spyglass sequence in the final episode of series 6?

Answer: It does not feature Lord Fear.

Cliché: It concentrates on someone other than Lord Fear (Greystagg).

Explanation: This spyglass sequence is incredibly anomalous, as it shows Greystagg and Heggatty talking about witch amber, instead of the usual goings-on in Lord Fear's front room. However, to say that this is the only spyglass sequence that features someone other than Lord Fear as the main character is not strictly true, as Rebecca's level two spyglass in the eighth episode of series 8 focuses on a conversation between Lissard and Maldame. However, Lord Fear does appear briefly at the end of the sequence (albeit it as a head on the telescreen), making the spyglass sequence in the final episode of series 6 the only one not to feature Lord Fear at all.

10. In series 8, how many teams managed to answer three of Snapper-Jack's riddles correctly?

Answer: 3.

Cliché: 2.

Explanation: Although Snapper-Jack never managed to bag himself a victim, most of the teams he questioned scraped through with two out of three riddles answered correctly – only Daniel and Dunstan earned perfect scores. However, as well as answering two of their own Snapper-Jack riddles correctly, Michael's team also solved one of Sidriss's riddles, meaning that they correctly answered a total of three Snapper-Jack riddles during their quest!

Rank	Name	1	2	3	4	5	6	7	8	9	10	Total
1	Drassil	4	4	4	4	3	4	3	4	3	4	37
2	Jim W	4	4	4	2	4	3	4	4	3	3	35
3	Gehn L	4	3	1	2	4	4	4	3	2	1	28
4	Joe G-J	3	2	1	2	3	3	2	2	2	4	24
5	Liam C	10	1	2	3	3	3	3	3	3	4	15
6	Pooka	1	1	2	1	10	2	3	2	3	2	7
7	HStorm	10	3	3	1	2	1	1	1	1	1	4
8	Ross T	10	4	1	4	3	4	10	10	3	0	-11

Congratulations, Drassil - you are still the Nightmare QI Champion, thanks to yet another set of very detailed answers. Sorry, Jim, but you got pipped at the post with bare hours to spare, and by only two points! You must be heartbroken. I hope you can take some solace from the fact that thirty-five is an unusually high score for second place.

Thanks so much to all eight entrants - I really hope that this high level of participation can be maintained in future! Nightmare QI takes a quick break now, but don't worry, all you insatiable QI enthusiasts - it will be back next issue, with six mind-bending puzzles from Jim Waterman, our current runner-up... or Deputy Champion, if you prefer. Only two months to wait!

REMEMBER THIS?

Series 4. Level 3.

THE FALLING BRIDGE

Say what you like about series 4, it sure did have some tense and exciting level three moments! (Well, I think it did.) One of the major aspects of level three throughout Knightmare was that you would finally come face-to-face with your direst foe, and what a setting this was for that first fateful meeting!

This chamber was a little like the Bridged Vale from series 2 and 3, in that it consisted of a bridge coming out of a rocky cliff. However, this bridge (which was made of stone blocks, like a wall, rather than wood) disappeared completely off the right-hand side of the screen, meaning that the advisors had no idea just how far it might be to the other side. This might not be a problem in itself, but just imagine how much panic might occur if the bridge suddenly decided to crumble and fall, threatening to drag the dungeoneer down with it - now that's a problem all right!

Only three dungeoneers encountered this challenge, but it was a classic Knightmare moment of tension and excitement on all three occasions. Helen was the first to step onto the unstable bridge, where she met a large vision of the face of Mogdred, who immediately began to taunt and sneer at her efforts. This would have been disconcerting enough, but the sound of Mogdred's echoing laughter as he disappeared, coupled with the fact that the bridge was beginning to fall, was certainly enough to inject quite a lot of panic into Helen's team.

The falling bridge returned with winning dungeoneer Dickon, and this time Malice was on hand to cause the construction to fall. This she did by blasting it with a bolt of lightning from her eyes, which was a rather nice effect, and one that was repeated when Giles met Mogdred on the bridge at the very end of the series: *"You have firm ground for taking this chance, I suppose. Somehow, I think not!"* - **Mogdred**. Again, tense moments followed as Giles fled to safety.

The bridge turned out to be surprisingly long, spanning three different camera shots, which really added to the tension of the scene as the dungeoneer raced along. However, the teams may not actually have been

in as much danger as they appeared to be - blocks could be seen falling from the bridge at quite a speed, but they were mostly being taken from the bottom layer, and were not actually destroying the dungeoneer's path at any significant rate. It can be surmised, therefore, that this challenge was not really intended to kill off dungeoneers, but rather to spook the teams into getting a move on whilst underlining the significance of the life-or-death situation in which they would soon find themselves, i.e. facing off against Mogdred or Malice.

This was a precursor to the final challenge, and although the situation was not quite as dangerous as it might have appeared, it fulfilled this role admirably. All that was required to get past the obstacle was a fairly brisk walk in a straight line, yet it underlined the promise of harder challenges to come - Mogdred and Malice were toying with their prey before the time came to strike. As you may have gathered, my feelings towards the falling bridge are generally very positive, as I do enjoy a good bit of level three tension!

Difficulty: 5 Not actually as difficult as it appeared.

Killer Instinct: 1 Looked like it should be a killer, but it wasn't really.

Gore Factor: 7 A very nasty drop.

Fairness: 8 A nice prelude to the final challenge, though not likely to cause a premature death.

BATTLE OF THE DUNGEONER ICONS: BARRY VS. JULIE

By Ricky Temple

Although I started watching Knightmare midway through series 4, up until the repeats on Challenge all I had of series 4-6 were some very vivid but isolated memories of particular moments and characters, like Skarkill and the red dragon themed ending of series 6. I couldn't really remember a full series or that many teams; that changed in 1993 with the screening of Knightmare's seventh series. This, for whatever reason, was the series that would be burned into my brain in near perfect detail.

It was also the series that produced two of the most iconic dungeoneers in the show's history: Julie Connell and Barry Thorne. Both these winning teams have their *fan following*, for the lack of a better term, and both Julie and Barry have been called at times *the perfect dungeoneer*, so I've decided to compare these two teams. I'm going to be looking at:

Dungeoneer: How responsive were they to their team and how well did they interact with the Dungeon characters?

Team: How well did the advisors direct their dungeoneer and how vocal were they?

Entertainment: What it says on the tin, really. How enjoyable was their quest to watch?

Skill: How much of their win was down to good decision making and how much was down to luck?

-

Julie, Helen, Sam and Helen:

Julie Connell and her advisors Helen, Sam and Helen, from Leek in Staffordshire, have a place in Knightmare history as the only all-girl team to beat the Dungeon. They were the sixth team of the series and they would go on to be the first and only team to retrieve the Sword.

As with all the quests in the later, more character-driven series of Knightmare, the levels all had a sub-quest or sub-plot. In Julie's case, the sub-plot of level one involved foiling Raptor's attempt to kidnap Romahna. First, Julie had to deal with Rothberry to acquire some *Insight* powder in order to get past a troll that Lord Fear had left on guard, and then she used a potion called *Cat Nip* to change herself into a big black cat, which scared away the superstitious Raptor, thus saving Romahna and earning

Julie passage to level two on Smirkenorff.

In level two, Julie had to survive questioning by the Brollachan and an encounter with Sylvester Hands in order to warn Hordriss the Confuser of a plan to trap him using a phoney Wand of Majesty. Julie's encounter with Sly Hands would produce one of the classic *Hands moments* when she used a bottle of *Old Heggatty's Dungeon Juice, Extra Strong Ale* to get him drunk and he ended up singing *Ten Dead Goblins*, the first ever Knightmare song parody. Julie managed to find Hordriss in time to foil Lord Fear's plot, warning him of the wand's true nature when his daughter, Sidriss, gave it to him as a birthday gift.

So on to Goth and level three in the Descender. An encounter with Grimaldine, and a spot of eavesdropping on a conversation between Lord Fear and an irate Greystagg, would set the scene for the final level. Greystagg was seeking revenge on Lord Fear for his destruction of Witch Haven, while Grimaldine needed Lord Fear detained so that he could search the Black Tower of Goth for the Brollachan, and Julie needed to find the Sword and a way out of the Dungeon.

Julie learned from Grimaldine of the magical ARKEN shield that was hidden, in three pieces, throughout the level. Julie had to survive both Play Your Cards Right and another encounter with the Brollachan to retrieve two of the pieces, while the other required the use of both a magic wand and the unique spell GROWME. The ARKEN shield would save Julie from Lord Fear in the final confrontation and allow her to retrieve the Sword. Julie would then bargain with Greystagg for a RETURN spell to escape the Dungeon, in return for the chance of revenge against the trapped Lord Fear. A quick bit of spellcasting and Julie and her team were triumphant.

Dungeoneer: Julie always responded well to her team's instructions and even joined in the discussions at times. She could however, I felt, not be that talkative at times when it came to interacting with the denizens of the Dungeon.

Team: Helen, Sam and Helen were extremely good advisors and worked very well together. They remained calm and collected and didn't panic. It is also from their reactions and comments that a lot of the humour of this quest comes.

Entertainment: While it does not have as much humour as Barry's quest, there are a lot of exciting and tense moments in Julie's quest that give it

the same repeated viewing quality.

Skill: The victory in this case was down in the most part to the team's ability and good decision-making. They took real notice of clue scrolls, spyglass scenes and character-given information, and used it to great effect.

Barry, Simon, Derek and Daniel:

Barry Thorne is, without question, the most famous dungeoneer ever. His own unique style of dungeoneering was very entertaining and engaging. He and his advisors Simon, Derek and Daniel made up the seventh team of the seventh series, and were on the quest for the Shield.

The main task of level one was to find and collect the pieces of Grimaldine's magic staff that Lissard had broken and scattered throughout the level. As Barry searched for the pieces he encountered Romahna, who was her less than helpful self as always; Sly, in one of his more threatening appearances, along with goblins Grippa and Rhark, who were dealt with by using a Speedwell potion; and Rothberry, with a somewhat pointless appearance. Other staff pieces were found in a darkened room and the Sliding Floor Chamber. In return for restoring his staff, Grimaldine opened the door to Smirkenorff and provided a firestone to pay for the flight.

Barry's task in level two was to foil another attempt by Lord Fear to take advantage of Hordriss, this time preying on the mage's affection for the serving wench Marta by changing Lissard into a Marta look-alike. To unmask Lissard, Barry needed to use a REVEAL spell, which only Greystagg could give him. With aid from Sidriss, Fidjit and a *Fireproof* potion, Barry was able to navigate the firebomb room and get some witch amber, which he traded with Greystagg for the spell. Raptor and his goblins turned up to menace Barry, but using an old boot managed see them off by squashing them! He also answered some of the Brollachan's questions. Upon entering the inn at the end of the level, Barry found the fake Marta talking to Hordriss. Lissard was promptly unmasked and quickly slunk off. Hordriss, in return for Barry's silence about the matter, opened the way to level three.

In level three, through the use of a spyglass, Lord Fear's plan to destroy Nightmare Castle using the King of the Trolls, Bulstrode, was revealed. Barry needed not only to find the Shield but also some way to defeat a troll. An encounter with Greystagg in the Sewers of Goth left Barry with

both the spell VISOR and Greystagg's calling name. Barry also picked up two potions: *Fast Backwards* and *Freezer*. Using the spell, he managed to survive Play Your Cards Right. In the dreaded Corridor of Blades, he managed to dodge the blades (see **Skill**) and encountered Brother Strange, from whom he learned about a Troll Hammer, which was capable of defeating Bulstrode.

A final encounter with Sly Hands and a captured Romahna ended with Hands being duped into drinking the *Freezer* potion. Romahna then accompanied Barry to the final room and frightened off Grippa and Rhark, who were guarding both the Shield and the Troll Hammer. Both objects were surrounded by forcefields, so Barry summoned Greystagg with her calling name. She could only dispel one of the fields, so Barry chose the hammer.

Using the *Fast Backwards* potion, Barry escaped the Dungeon and arrived back in time for Treguard to use the Troll Hammer on Bulstrode, which sent him crashing back down to Goth, landing right on top of Lord Fear and his henchmen. It looked as though Barry and his team had lost the game until Treguard noticed that the Shield of Justice had traded places with the eye shield, so the series ended with a victory for the Powers That Be!

Dungeoneer: Barry was one of the most (if not *the* most) responsive and talkative dungeoneers ever. He communicated well with his teammates and interacted very well with the Dungeon characters.

Team: Dwarfed somewhat in personality due to their dungeoneer, these lads were also very entertaining in their own right and worked well together. They did have some problems early on, however, which resulted in them having to do one section of the sliding floor twice because they missed a staff piece in the middle of the puzzle.

Entertainment: If you want a quest that will keep you smiling throughout, has good character interaction and also provides some tense moments and action, this is the one for you!

Skill: While Barry's team undoubtedly mastered the Dungeon with a great deal of skill, their stumble early on in level one could have cost them had they not realised in time to correct it. Also, there is some merit to the argument that Barry may have been let off in the Corridor of Blades because the end-of-season story was already in motion. However, these things aside, Barry and his team put on a very good show and worked well together to navigate the tricks and traps of the Dungeon and emerge

victorious.

Summary:

Both Julie's team and Barry's team deserved their victories, and almost certainly both Julie and Barry could be called the perfect dungeoneer. My opinion is that they are both good for different reasons but that Julie just pips Barry ever so slightly. If you want to be entertained by the dungeoneer then undoubtedly your best bet would be to watch Barry's quest. However, if you want to see a near-perfect example of textbook dungeoneering for the later years of Knightmare, then I would say that Julie's quest would afford you such a viewing pleasure.

ADVENTURE TIME

Lord Fear Returns

For the first time since the resurrection of TES, I now hand over the reins of Adventure Time to someone else. Avid Eye Shield reader Ross Thompson penned this exciting instalment quite some time ago, and now the time has finally come for the rest of you to enjoy it. The score is currently 15-7 to the Dungeon - I wonder how Ross intends to change that scoreline. Let's discover...

"Enter, stranger," Treguard chants.

A young girl dungeoneer enters through the door.

"Name, please."

"Samantha Hoggins," she answers.

"This leetle girl won't do!" complains Majida.

"Don't be rude to our new adventurer!" Treguard replies. "My apologies, Samantha. Now, please summon your advisors."

"Tim, Julie, David!"

Tim, Julie and David enter. Treguard tells Samantha that their quest is for the Cup. Samantha enters the Dungeon door. She finds herself in a small green cavern, accompanied by a woman in red robes.

"Who are you? I am Queen Kalina, and I now own level one. This is Mount Fear, though Lord Fear no longer lives here. No, his whereabouts are unknown, though rumours suggest that he is in level three, in a deep, damp cavern. Still, I have nothing against you," she says.

"Careful, team," Treguard warns, "Queen Kalina can be dangerous if you irritate her, or she may prove to be a source of information."

"Hmm," Kalina says, "I have a riddle for you, dungeoneer. What always tells the truth, just back to front?"

"Mirror!" Julie says, and Samantha repeats.

"Truth accepted," says Queen Kalina. "Very well, you may have a spell. It is called SLEEP. Use it well."

Samantha leaves the cavern.

"Where am I?" she asks.

"You are in a room and there are two doors at the far end. On a table near you is what looks like a scroll, although in front of the door on the right is a scorpion."

"Yes, this scorpion is dangerous, team," Treguard warns, "and magic won't work, as the creature is more of an illusion, though its sting is still deadly."

"Walk up to the table, Sam," David instructs.

Samantha picks up the scroll. It reads *Samurai or Warrior*.

"Okay, we'd better get you out of there!"

Samantha is guided to the door, just avoiding the scorpion. The room she enters is the well-known clue room. On the table are a rabbit's foot, a bag of nuts and a bar of gold. Samantha finds another scroll, which reads *Give her something to fill the brew. The gold has been made by a fool*. Samantha picks the rabbit's foot for the brew, and also the nuts, because the gold is fool's gold. She begins to walk to the door when Phelheim's face suddenly blocks it.

"You must answer my riddle to pass!" the wall monster declares. "Just one riddle have I, but make it correct! What has a mouth, but cannot speak; what has a bed, but cannot sleep?"

Tim comes up with the answer *river*.

"Truth accepted," says Phelheim. "The first word will do you no good. I must now rest."

The door appears again and Samantha proceeds.

The next room has a club swinging to and fro, and a troll is swinging it! The team think quickly.

"Spellcasting: S-L-E-E-P!"

The troll falls asleep and drops its club. The only problem is how big it is. However, Samantha climbs over the club, but now the Dreadnort blocks her path.

"I seek a word, any word I need. If not, I feed on your leg, maybe your head, or even an arm. Just give me a word."

The team are puzzled, as the first scroll they saw had two words, *Samurai* and *Warrior*.

"Remember what Phelheim said!" Tim remembers. "The first word will do you no good! It must be Warrior!"

"Warrior," Samantha says.

The Dreadnort grunts and lets Samantha pass. He drops a spyglass as he walks off. Samantha picks it up and looks into it.

"Lissard, how do you like our new base?" Lord Fear asks.

"It's a bit, um... smallness," Lissard replies. "What happened to that one with surround-sound?"

"Oh, that old thing. That was far too obvious. Those pesky dungeoneers could have found that easily."

"I like the smell though, Lordness..."

"Oh, shut up! There's a villain in the Dungeon called Mogdred, and he is aiming to kill more dungeoneers than me! I can't let that happen! He is in

level two. Oh, wait! Someone is spying on me!"
A fireball emerges just as Samantha drops the spyglass.

When she enters the next room, she finds a challenge maybe too hard for level one. It's the Block and Tackle! A huge pit appears on Samantha's left.

"Sidestep right!"

A huge pit appears in front of her.

"Sidestep left, and walk forward!"

Blocks move from side to side as Samantha and the team panic.

"Walk forward!"

Samantha finally makes it. She is now on a cliff edge. Fatilla the guard enters through the only door.

"Stop!" he demands. "You can go no further!"

"Oh no, Master, it's that Fatty-illa again!" Pickle complains.

"Don't provoke a guard, Pickle, even if he is easy to bribe," Treguard says.

"Look, you shouldn't be giving them tips, you always tell us not to!" Majida complains.

"I will now blip you!" Fatilla continues. "And then I will blop you!"

"Oh no, we should have had the gold!" Julie realises.

"Give him the nuts," David suggests.

Samantha gives them to him.

"Hmm... well, at least I can eat them! Be on your way!" Fatilla says.

Samantha walks into a courtyard, with a cauldron in the middle. Mildread the witch is sitting next to it.

"Sidestep to your left, walk forward, and get into the well!"

This isn't David's voice, or Julie's, or Tim's!

"Go on, get into the well!"

"MILDREAD! STOP THIS AT ONCE!" Treguard shouts.

"I can have my laugh once in a while, can't I?" Mildread laughs. "So, what have we got here, then? A puny, ignorant dungeoneer! What have you got for poor old Mildread, eh?"

Samantha gives her the rabbit's foot.

"This is great, I can show you a spell with this," Mildread states.

"CREATE A DUNGEON WELL!"

A well appears before the advisors' very eyes. Samantha steps into the well, and descends to level two. However, it isn't a safe landing. In fact, it's a most unusual landing, for this challenge doesn't belong in level two, let alone at the beginning of it! Samantha has landed at the start of the

Corridor of Blades.

Quite a cliffhanger, eh readers? If you're anxious to find out what happens to Samantha and her intrepid band, Ross will be waiting for you in the next instalment of *Adventure Time* with the continuation of this gripping adventure. Thanks again for writing it for me, Ross.

PUZZLE PAGE ONE

Famous Last Words VI

I'm sure you remember this one - which characters spoke the following quotes as their final words on Knightmare? Name the episode and dungeoneer if you can.

- 1.) "Truth will out, ah yes, truth will out, and so will you."
- 2.) "Truth will open; truth will out. Aaah!"
- 3.) "Truth accepted. Truth will out and so will you."
- 4.) "You can take me with you if you like, but no taking me into level three! Do you promise? Okay, well, let's go, then!"
- 5.) "Golly guts! A frightknight! Quick, over here, dungeoneer. I'll see him off! Go on, you go that way out - forwards!"
- 6.) "That word is the right word. Out of my path! Live in fear!"
- 7.) "Hey, maybe I make a call on Mrs Sidriss, eh? Ha-ha-ha. No, no, _____ he make-a the joke. I no want to be a fisherman again. Thank you, _____, thank you, bella, bella. Ciao! Ha-ha. Aah."
- 8.) "Oh, thank you. Ta-ra a bit."
- 9.) "Now, you have happy fly! Bye. Marvellous - I like you, Kiss."
- 10.) "It's been lovely seeing you again, really lovely. Good to do dealing with you; don't tell your dad. Cheerio, _____."

THOSE KNIGHTMARE NIGHTS

By Gehn "Lex" Luthor

The feeling of anticipation on a Friday when one was awaiting the broadcast of *Knightmare* is very difficult to describe to those who did not watch the programme, or were not even alive at the time of its original showing. Therefore, the best comparison I can draw is to imagine how a youngster would feel on Christmas Eve. At that age, a day seemed like an eternity, and it would feel as though the night would never come. No matter what activity one undertook on Christmas Eve, the drag of time and the longing for the following day would never be far from one's thoughts. Such was the case for me in respect of *Knightmare*; for most of the week, there were no problems, but when Friday came around, 16:40 could not arrive quickly enough. However, as I am sure was the case for many of us, the journey from waking in the morning to the broadcasting of *Knightmare* was not always straightforward.

Of course, the original day for *Knightmare* was Monday, and although I had not realised the show's full potential at that time, such Mondays do play a predominant role in my memory. In September 1987 I had just moved from an infants' school to an establishment that catered for both infants and upper primary school children. For whatever reason, I had moved schools for the final year of infants, and a boy named Richard arrived there at the same time. He and I soon became friends and I would often go round to his house on a Monday, not solely for the purpose of watching *Knightmare*, although this soon became the norm. Even then, that anticipation was felt, and we would play *Monopoly* (badly) until it finally came on.

By the time Series 3 had come round, I had made a habit of watching children's television from the moment I returned from school, and that was how I discovered an interesting programme entitled *Erasmus Microman*. I have since found out that this show ran for two series (1988 and 1989), but only the second series has remained in my mind. Why? Quite simply because Series 1 was on Thursdays while Series 2 was on Fridays, directly before *Knightmare*. Erasmus Microman was (unsurprisingly) the main character; he was a bald, middle-aged man who, together with a couple of children, was pursuing his enemy, Dr. Dark (who was also bald, interestingly enough).

At first, I found this programme to be a nuisance because I was waiting

for *Knightmare*, but I became fonder of it as it progressed. The second series of *Erasmus Microman* concluded with Erasmus catching up with Dr. Dark and causing him to fall into a bottomless pit, or a swirling black and white spiral, for those cynics amongst us. *Erasmus Microman* finished a week before *Knightmare*, and I was told by my dad at some point during the afternoon of the final day of Series 3 that we needed to walk to town to buy my mum's Christmas presents. Naturally I was horrified, because it was a long walk to town, so I was very concerned that we would not be back in time for *Knightmare*. Consequently, I found a video tape and gave my mum strict orders to record *Knightmare* if we had not returned by 16:40.

As it turned out, my dad and I returned home within two minutes of the Series 3 finale's opening titles being played. However, because timing had been so tight, my mum had already started the video, and I made the hugely significant decision to let it keep recording, even though I was able to watch it "live". That episode should have remained for all time, but alas, it was not to be. Some years later, after that episode had been watched probably over a hundred times, some clown recorded over it. However, one must be grateful for small mercies - a fragment of Series 3 still survives, as we still have Merlin's riddles, the red dwarf tunnel, the level two clue room, the disintegration of the Dungeon and the closing credits. Not prepared to lose those final five minutes, I seized the tape and have kept it to this day. Needless to say, it still enjoys its outings, however brief they may be.

Fast forward a year, and enter Series 4. I cannot deny that the introduction of the eye shield and the world outside the Dungeon annoyed me intensely, but the anticipation was still there. The dark evenings seemed to complement *Knightmare* so well - when it became so dark that it was necessary to turn the light on, one knew that an episode of *Knightmare* was imminent. 1990 was also the year in which I had badminton lessons, which were very fortunately scheduled to start at 17:15 at the earliest. While on the way to the recreation centre, I would replay in my mind whatever had happened in *Knightmare* that day, and one thing that I remember especially is the day when someone (I think Team 5) died at the Block And Tackle. The unusual sound effect that was employed at their death remained in my head for the entirety of the badminton lesson and frequently broke my concentration.

1991 was my final year at primary school, and I was greeted at the start

of the year by the shocking news that the whole class would have to stay in school until 17:00 during the first term so that we could receive extra coaching in preparation for the Common Entrance Examinations in January 1992. Just as I was beginning to feel that I was going to have to rely on the VCR for Series 5 (and was probably on the verge of tears as well), I was overjoyed to learn that "extra coaching" would take place on Monday to Thursday only, therefore not affecting my precious Friday afternoons. Furthermore, I had given up badminton by this stage, so there would be no rush to get out of the house as soon as *Nightmare* finished.

As a result, once I returned home from school, I could plant myself in front of the television and wait for the hallowed hour. This year saw *Nightmare* preceded by *Victor and Hugo*, a show which ordinarily I would have enjoyed a great deal, but which seemed to drag inordinately because of its unfortunate timeslot. By this year I felt that, while *Nightmare* was still my favourite programme by some margin, it did not give me the same uneasy feeling that I felt during the first four series. While part of this is sure to be a result of my being that little bit older, I believe that the reduced significance of the Life Force Clock and its minimal use in death sequences also contributed to this opinion.

Series 6 saw a significant change in the *Nightmare* opening titles, and 1992 was also a new challenge for me, as it was my first year at secondary school. "What has this got to do with *Nightmare*?" I hear you ask. Well, it is significant because I was at a boarding school, which made the viewing of *Nightmare* considerably more difficult. Such was the regime in the boarding house that whoever was in the television room first had priority over what to watch, so it was never guaranteed that I would be able to see it. Furthermore, keeping the whole room quiet for an episode of *Nightmare* would never be easy, so I took the safe option and called my mum every Friday just before it started to ensure a video was waiting to record it. I could then watch it when I went home on Sunday. However, this procedure unfortunately dampened the Friday afternoon anticipation, since more often than not, I would have to wait an extra two days to see what had happened. Worse still, one week it was left to my brother to record it, but he recorded BBC1 by mistake. As I am sure you can all imagine, when I learnt of this two days later, I was fuming.

On a more positive note, it was not until many years after the programme had been decommissioned that I started to talk endlessly about it; back in 1992, for whatever reason, I never encountered anyone else who was

especially enthusiastic about it. This meant that nobody would tell me what had happened during the hiatus between Friday evening and Sunday afternoon. Indeed, the Friday anticipation that had been so strong during the previous series had merely moved from early Friday afternoon to the weekend. Plus, of course, it meant that I had *Nightmare* on video, so could watch it over and over again.

A similar practice was followed for Series 7, but by the time Series 8 came around, I had become so taken by the idea of seeing each episode twice that I would spend the whole of Friday afternoon in the television room and ensure that nobody changed the channel, whilst still ensuring that it was recorded at home. This also gave me the opportunity to keep more episodes on video, although I was not allocated more than a few tapes for *Nightmare*, meaning that I annoyingly had to record the new over the old. Once in the television room on a Friday, that feeling of anticipation, which had been absent since Series 5, finally returned. Waiting for *Nightmare* was that much harder in 1994 because children's programmes had, in my opinion, significantly deteriorated in quality - instead of a good cartoon such as *Victor and Hugo*, we were subjected to *Taz-Mania*, which I absolutely loathed and still do to this day. I am sure it has its fans, but I am not one of them.

After 1994, *Nightmare* was no more, as we all know, so I had to content myself with what video evidence of it I had. As the years passed and I continually played these tapes over and over (to such an extent that my parents started to anticipate what the contestants and characters were going to say) I experienced a huge amount of enjoyment, even though I knew exactly what was going to happen. However, such repeated viewing invariably takes its toll, and a couple of the tapes wore out or snapped, and others were recorded over by mistake (resulting in extremely angry outbursts from me, I might add). At the time of writing, some original footage still exists. The sacred final five minutes of Series 3 remain, as do a couple of quests from Series 5 (including the winning one, fortunately enough) and the majority of Series 8.

So there we are - eight autumns that were completely controlled by and shaped around *Nightmare*. One might suggest that letting a television programme have that much influence on a person is not healthy but, fourteen years on, if I had to do it again, I would do so without any hesitation whatsoever.

Ah, wouldn't we all? Remember, readers, if Gehr's experiences have struck a chord with you (as they certainly have with me) and you've started to remember with fond wistfulness some of your own Nightmare Nights, why not write and tell me about them?

CLASSIC QUEST

Series 4

Quest: The Shield.

Dungeoneer: Jeremy.

Advisors: Alexander, Amanda and Anthony.

Home town: London.

Team score: 5 out of 10.

What tiny bunch of tots this lot were! If they truly had surpassed the lower age limit to appear on Nightmare, they had not done it by much. Following right on the heels of Dickon's winning quest, they were always likely to be something of a forgettable team, yet I've got round to them in the end... after a mere seven-and-a-half years!

Level One: After dealing fairly competently with the Place of Choice, the team face their first trial of wits, at the hands (or vocal chords, I suppose) of Dooris. Pickle gets really chummy with the advisors at this point, which succeeds in putting them at their ease, and they manage to score three out of three, with only minimal prompting from the rule-bending elf. In the yellowish room that has become all too familiar by now to regular watchers, Jeremy meets Malice and Mistress Goody: *"One is well named, the other is not."* - **Treguard**. Unsurprisingly, Malice offers Jeremy the chance to retrieve an artefact for her (a silver chalice, in this case) in return for magical aid; the team readily agree. Malice gives Jeremy the eye shield to assist him in her service, and she goes to great pains to ensure that the poor little chap has put it on properly! Malice then leaves, but Mistress Goody carries on with her sweeping until she has chased Jeremy out of the room.

The Forest of Dunn is the next port of call, where Jeremy meets Motley at the Crazy Heifer. While Motley is telling a joke, which doesn't go down too well with the punters, the advisors are canny enough to tell Jeremy to filch a cabbage for his life force. Motley then comes over and speaks to Jeremy at greater length; the upshot of their conversation is that the jester gifts the team a spell called JOKE. In Oakley's glade, the team score a shaky two out of three, but are able to glean enough information to take an hourglass and a bar of gold from Oakley's tree stump. Predictably, the ruins of Dungarth are the next destination, where Jeremy has to scare away a marauding assassin by shouting at it - he plucks up the courage to do so just in time!

Jeremy then travels on the conveyer belt (bladeless this time) for a while, before stopping it by turning over the hourglass. Treguard hints to the team that it is time to press on: *"Oh look, there's a nice door."* - **Treguard**. Jeremy has to run past a very large lizard before he reaches the wellway room, where Fatilla is on guard. Well, we all know what comes next, don't we? Jeremy gives Fatilla the gold as a bribe, EXCEPT... Fatilla takes the gold and then says he's going to kill Jeremy anyway! With some serious prompting from Pickle, little Anthony manages to spellcast JOKE, reducing Fatilla to a giggling heap. Whilst the guard is incapacitated, Jeremy sneaks down the well and into level two.

Level Two: He lands on a table in the round chamber that has previously been used for the deepest depths of level three in this series, which is rather strange. What is even stranger is the goblin statue with flashing eyes that is staring at Jeremy: *"This heathen idol has what they call the evil eye. Whilst it continues to look on you, extreme energy drain is occurring!"* - **Treguard**. Fortunately, there is a cloth on the table, with which Jeremy covers the statue's eyes. Motley and Mellisandre then rush into the room, and after bantering for a while, telling each other that they look like the ugly statue and so on, Mellie gets down to business by asking Jeremy a riddle:

"Riddle-oh-ree begins with a T, it's tortoise on land and turtle in sea, but now you must think of and then must deliver, the name of its cousin that lives in the river!" - **Mellisandre**.

Maybe everyone thought that this would catch the team out, but it doesn't - they promptly come up with the correct answer as *terrapin*! Mellisandre rewards them with a Joker card, which would undoubtedly have been useful against Ariadne later in the level. However, the next room is the Block and Tackle and, somewhat unfairly, Jeremy enters the room at a very odd angle so that when he is told to walk forwards, he blunders right over to the side of the room that is collapsing! Unsurprisingly, he has fallen through the crumbling floor within seconds. *"A fatal error of timing I'm afraid, team. And now it's time for you to leave us."* - **Treguard**. Timing my eye - what a cruel thing to do to the poor little guy!

Summary: They may have had *bags of pluck*, as Pickle put it, but they really were in over their heads, to be brutally honest! However, they

were quite intelligent and fairly canny, and if Jeremy had walked into the Block and Tackle at a slightly different angle, who knows how far they could have gone? They had all the ammunition they needed to reach level three!

CREATURE FEATURE

Series 3. Level 2.

THE RAVEN

I don't want to say that Knightmare's production team overused the old trick of enlarging animals with their sophisticated camera techniques, but they certainly did a lot of it, particularly in the early years. The large raven appeared four times in level two during series 3, sitting on its wooden perch and chattering away in its cawing voice, which sounded to me like one of Tom Karol's vocal efforts.

Unlike the giant toad in the same series, the raven actually played a practical part in the quest, giving away through its ramblings some useful snippets of information. Clearly the raven was repeating what had been said to it or in front of it, and seeing as the information it gave out invariably took the form of the third step, one could assume that Merlin was the person whom the bird had overheard. However, did Merlin also provide such phrases as *"Who's a pretty boy, then?"*, *"Who's a cheeky boy, then?"*, *"Who's a stupid boy, then?"*, *"Hello, sailor"* and *"Goodnight, Jack"?* Kinda makes you wonder, doesn't it?

Although many of them tried, the teams could not actually interact with the raven, as it was only repeating what it had overheard, and did not understand what it was saying. It was obvious that whoever had been trying to get the bird to talk had not met with much success, yet the raven was only too happy to chatter away merrily when its owner was not in the room - a highly amusing state of affairs, I'm sure you'll agree.

As I mentioned earlier, the only useful information the raven actually gave out was the third step. Three teams benefited from the bird's wisdom in this area - Cliff's, Ross's and Scott's. The raven made its fourth and final appearance in Julie's quest, but it didn't say anything useful on this occasion. However, Treguard and the advisors seemed to find the encounter very funny!

Fear Factor: 2 It quickly became clear that there was no threat here.

Killer Instinct: 0 No horrific eye-pecking, I'm afraid.

Gore Factor: 1 Who could object to such a sleek, majestic creature?

Humanity: 2 It's a bird!

FOR DUNGEON AND DUNGEON MASTER

By Ricky Temple

The fire burning in the hearth of the room illuminated the two people within its confines, casting their shadows - and those of the other objects in the room - onto the wall, where they flickered and danced across its flat stone surface. The room was silent save for the crackling of the fire and the sound of one of the two men pacing up and down on the floor. Occasionally he would stop pacing, unroll a piece of parchment he had in his hands, silently read it, roll it back up, stand for a moment or two contemplating, and then begin the whole routine over again.

The other man sat calmly in a large, ornate wooden chair; his face was a mask of detached disinterest, but he surveyed his companion with cool, appraising eyes. Finally the pacing man seemed to make up his mind; he turned and looked at his seated companion, whose expression changed slightly, a glint of mild curiosity appearing in his eyes as he waited, for the man appeared to be about to speak. He did indeed speak, his voice cutting through the stillness of the room like a knife.

"With all due respect, Dungeon Master, I don't like it. The risk is too great," Calwain, the chief Dungeon Ranger of the Powers That Be, said.

He had read the orders again and again; he had gone over the plan time after time in his head. He just couldn't see any way that this couldn't fail to end in disaster. Treguard, Lord of Dunshelm, leader of the Powers That Be and the Dungeon Master, listened to what Calwain said and nodded his head slightly.

"Yes, Calwain, the risk is great... but the option of not taking it is riskier still. We may not get another opportunity like this to deliver such a blow to Lord Fear and his Opposition minions."

Calwain looked away. He still felt this was a foolish course to take, but maybe he could at least limit the damage and give it some chance of success.

"At least reconsider who you are going to send on this mission, Dungeon Master. The lad's in no fit shape for this... or indeed, in my opinion, for ANY sort of mission! The damage was too great and the repercussions cannot be known."

"He will not be acting alone in this undertaking," Treguard countered.

Calwain shook his head; he was fighting a losing battle, he knew, for once Treguard's mind was made up there was no way to change it... but he had to try.

"But she's only just finished her training. She's had no actual practical experience..."

Treguard raised his hand to silence Calwain. "Calwain, believe me, I have already gone through all these considerations and risks in my mind, and I keep coming back to the same inescapable conclusion. This is the only course of action open to us that, if successful, can achieve the desired result without bringing any repercussions back on the Powers That Be, or violating the rules of the Greater Game. This young lad is the perfect choice for this mission. His marksmanship is without equal in the ranks of the Powers That Be, plus after what happened to him he'll be eager to have his chance for revenge; the girl is as yet unknown to the enemy, so she can move through their ranks without being identified as one of our agents. These combined skills make them the only candidates to be given this assignment."

Just then there was a knock on the door.

"Enter!" Treguard called out. The door opened slightly and the head of Pickle, Treguard's wood-elf assistant, poked round.

"Excuse the interruption, Master, but they have now both arrived."

"Ah, excellent Pickle. Show the young man in first, and make sure that the young lady is comfortable. We'll send for her soon."

Pickle nodded and headed off to carry out Treguard's instructions. Treguard returned his attention to Calwain.

"I don't like it any more than you do Calwain, but this has to be done."

Calwain nodded and bowed. "I still think it's too great a risk, but you're the Dungeon Master; I've given you my advice and now I take your orders."

Treguard smiled slightly and nodded; Calwain was a loyal Powers That Be soldier and Treguard knew he was right to be concerned, for this was a very risky, high stakes game they were about to start playing. The rewards of success would be great, but the cost of failure would be equally so. The door opened again and Pickle reappeared. He led a young man into the room and then took his leave.

"Welcome, Ranger. You may remove your cloak," Treguard said, greeting the new arrival, who did indeed begin to remove his cloak. A glint of metal appeared as he did so, probably coming from his sword.

"It's good to see you back on duty, Rio," Calwain said, as the young man finished removing his cloak.

The glint of metal did not come from his sword, for indeed he carried no sword; he was armed with two small crossbows. The glint had in fact come from the left hand of the young Dungeon Ranger that was, as was another third of his body, made of metal. Rio Bolt, the young Dungeon Ranger known as the Fastest Draw in the Dungeon and returning to duty after being maimed by Lord Fear's experiments, the result of which had been the metallic implants that now covered his body and in some cases, as with his left hand, had replaced flesh and bone entirely, bowed to both his commanding officer and the Dungeon Master.

"It's good to be back, sir, and I'm eager to start my new assignment."

Calwain nodded. "Well, the Dungeon Master will explain the details of this mission, Rio."

Rio turned his gaze towards Treguard, who began to speak. "Have you ever heard the name Hubert Dracher before?"

REMEMBER HER?

Series 6. Level 2.

HEGGATTY

This diminutive witch was one of the inhabitants of Witch Haven during series 6, along with Greystagg, Peggatty and several other, unnamed members of the order of Grey Sisters. Heggatty was introduced as Peggatty's sister (even though Heggatty appeared two episodes before Peggatty) although it is not quite clear whether the two witches were actually sisters in the literal sense, or whether they were just sisters in the sense that they were both part of the same coven. Towards the end of the series, Greystagg herself addressed Heggatty as "little sister" which may imply that the witches of Witch Haven were not, in fact, related by blood, but used the term "sister" to refer to all other members of the coven.

Anyway, you can make up your own mind about that - let's get down to the facts. Heggatty was played by Stephanie Hesp, whose main character was Elita. However, she did find time to slip in four Heggatty appearances during the course of series 6, always carrying the customary broomstick and wearing an ugly false nose with a few warts thrown in for good measure. Yes, Heggatty looked much more like the traditional "old crone" style of witch than her sovereign, Queen Greystagg, being modelled in very much the same vein as Mrs Grimwold, Mildread and Mistress Goody.

Heggatty was actually flying on her broomstick during her first appearance in the series, but she seemed to be almost as bad at controlling the thing as Mildread was in the final episode of series 2! Despite this, dungeoneer Matt still asked Heggatty to give him a lift up to a high door, but he had to settle for being transported by the witch's magic rather than actually riding on the broom.

Heggatty seemed to be far more willing than Greystagg to speak to and bargain with dungeoneers. She always made it clear, however, that she would only help the dungeoneer if they gave her something in return. Heggatty's standard bribe was witch amber (which Greystagg also prized highly, you may recall) and she would do just about anything for it. However, there was no flexibility here - if the dungeoneer did not have what Heggatty wanted, she would not part with anything useful, as Sumayya and friends found out to their cost, when their lack of witch

amber meant that they missed out on a vital password, leading to their downfall at the hands of Dreadnort.

Heggatty's third and final meeting with a dungeoneer took place during Alan's quest, when she gave him a BEAUTY spell in exchange for a box containing a Medusa Eye - God knows what she wanted that for! This was undoubtedly Heggatty's most extended and useful appearance, but she practically disappeared from the series altogether after this point. She did make a brief return in the final episode, speaking to Greystagg via a magic mirror about the lack of witch amber in Witch Haven, but it was hardly a show-stopping appearance.

I don't think Heggatty will ever be remembered as one of Knightmare's most classic characters, thanks chiefly to her early exit from the series and her somewhat forgettable appearances. However, she did perform an important role in series 6 - she proved that Witch Haven was, in fact, populated by witches! Personally, I have nothing against Heggatty, but I don't particularly like her either. Perhaps this is the fate she's doomed to - being an eternal nonentity. Ah, how sad...

Fear Factor: 3 At the very least, she *was* a witch!

Killer Instinct: 4 Sumayya's fate was entirely in her hands.

Humour Rating: 7 Always laughing, though somewhat insanely.

Oscar Standard: 6 Nothing at all memorable, but nothing too objectionable.

KNIGHTMARE LOCATIONS

Weald and Downland Open Air Museum, Chichester, West Sussex

Location: Singleton, near Chichester, West Sussex.

AKA: Wolfenden, the Wolfglade and other village/forest locations.

Series featured in: 5 and 6.

These pictures were taken by me, Jake Collins, and scanned by Rosey Collins, in September 2008.

Here we have a very nice panoramic view of Wolfenden village:



Below is the building and path that Pickle once described as "the outskirts of Wolfenden", where Richard II bought some flowers and a couple of other dungeoneers chose their level one clue objects. Unfortunately it has had a more modern extension sometime during the last seventeen years:



This setting was usually used as part of an eye shield sequence, but it was also the location for an ill-advised spot of bartering between Kelly II and Sylvester Hands:



Next Issue: More from the Weald and Downland Open Air Museum.

ROBIN HOOD IN KNIGHTMARE

After compiling a list of references in Knightmare to the legends of Camelot, how could I not do something similar with Robin Hood, the other great English folktale favourite? Despite the fact that the BBC has been ruthlessly butchering all the traditional Robin Hood clichés over the past few years with its own take on the legend (according to them, Robin Hood is actually a contraction of Rob in the Hoodie), the old stories of the contest for the silver arrow, and the fictional return of Richard the Lionheart on a blindingly white charger just in time for Robin's wedding to Maid Marian, will always hold a special place in my heart.

Seeing as Gwendoline was described in *The Quest* as "a sort of female Robin Hood" and her appearance is obviously heavily based on the traditional (i.e. pre-BBC) Robin Hood figure, I have included her appearances in the list. There are also several riddles, although not nearly as many as there were about Camelot. As it goes, I'm surprised Oakley only asked two Robin Hood related riddles in the end, seeing as his questions were almost exclusively Greenwood-themed.

Again, I have not included Robin Hood references in the Knightmare books, which are fairly numerous. Indeed, Treguard becomes heavily involved with Robin and his entire gang in the first book, but that's another story.

Episode	Robin Hood References
201	Riddle: "Who is the giant of the greenwood?" - Olgarth. ANSWER: Little John.
209	Riddle: "In forest green an outlaw horde would rob the rich to feed the poor. But tell me, puny dungeoneer, what garment did their leader wear?" - Igneous. ANSWER: Hood.
414	Riddle: "In the middle of England grew the Shire Wood. What name do you know it by?" - Oakley. ANSWER: Sherwood Forest.
415	Riddle: "Who was the chief of the Greenwood?" - Oakley. ANSWER: Robin of Sherwood.
501	Character: Gwendoline.

503	Character: Gwendoline.
504	Character: Gwendoline.
508	Character: Gwendoline.
510	Character: Gwendoline.
511	Character: Gwendoline.
515	Character: Gwendoline. Sylvester Hands claims to have been one of Robin Hood's "Dirty Men", so called because there were "dirty" of them, and gives dungeoneer Kelly a horn that he says will call Robin Hood, although in fact it is a goblin caller.
516	Character: Gwendoline. Riddle: "Since you were walking in the Greenwood, you must know about Robin Hood. So give me the names of two of his henchmen." - Gwendoline. ANSWERS GIVEN: Little John and Friar Tuck.

KIDS' TV SHOWS I GREW UP WITH

Kids' TV of the 1990s V

By Rosey Collins

Out of Sight (1997-1999)

This was a fun little comedy about a boy genius named Joe, who had invented a substance which he called Inviz. Guess what it did! It turned people and things invisible just by splashing on them a bit, and the easiest way to make that happen was simply to spray some on. So it was that Joe and his friend Ali, a boy of Asian extraction, always carried around an old green bathroom cleaner bottle full of Inviz, and a blue one full of water - the antidote - for when they needed to become visible again.

Besides Joe and Ali, the regular cast consisted of Joe's parents (his mother was played by Moira Brooker of *As Time Goes By* fame, and his father has almost completely escaped my memory), and his older brother Shane, a wannabe hard man who had a tense relationship with Joe. Shane and Ali's actors were both replaced after the first series, and both by people who I happen to think were better in the parts.

Each week, something would happen that required the use of Inviz. I can't call many to mind, but I do remember one episode in which Joe was helping someone - possibly his dad - to win a game of golf by being invisible and moving the ball around. Basically, he cheated - I wish I could remember why. Anyway, that particular situation led to a comic moment in which the ball landed by a body of water, there was an almighty splash and then suddenly there was Joe, lying in the water and looking very unhappy.

Invisibility can be used to great comic effect, and there were some truly funny Inviz moments. My personal favourites were: 1) Joe and his family are all going on holiday, and then suddenly Ali appears in the back of the car; fortunately Joe is able to replenish his dose of Inviz before anyone notices. 2) Joe has made his trousers wet (with tap water) and put Inviz on the bottom half in order to pretend to be a ghost; he and Ali are in the shed, behind a table, when Joe's dad comes in just as Joe's trousers start to dry and therefore go invisible; Joe has to pour a glass of water on his legs before his dad notices, prompting Ali also to chuck water all over himself and say awkwardly, "Aaah, that's better!" 3) Joe is carrying an invisible bench; someone says his name, he turns round sharply and knocks some people over with the invisible bench, much to their

bewilderment.

Microsoap (1998-2000)

Now that's a clever title. It sounds a bit like "microscope", doesn't it? But mostly it alludes to the fact that this show was a miniature soap opera. It revolved around the lives of another Joe, and his older sister Emily, as they settled into a new way of life after their recently divorced parents got into new relationships. Jane, their mother, moved a builder called Roger and his three children - David (about sixteen), Felicity (about ten) and Robbie (about six) - into their house, while their mild-mannered and nerdy dad Colin got involved with Jennifer, the counsellor that had guided the family through their problems and the eventual break-up.

As one might expect, the two series followed the family through their highs and lows, and focused on how Joe and Emily coped with all the upheaval while going through the trials of growing up. Emily was fifteen, and spent the first series having no idea that David fancied her - which was funny, and well executed by him - and Joe was a few years younger. Both of them would talk to the audience, often articulating their thoughts mid-scene in the presence of characters who didn't know we were there.

It's a familiar story, but the show had a unique take on it. It took place almost entirely in Jane's house, and scenes set outside the house were put against surrealist backgrounds somebody had made on their computer. Joe and Emily walked to school a couple of times, or rather they shuffled on the spot while a cartoony street with lampposts and houses moved on a loop behind them. Fantasy sequences were used to good effect. David's feelings for Emily were communicated to us through conversations with himself on another film; Robbie had an imaginary friend who was a giant blue mouse, and we could see him, as could Joe's pet snake; and I remember one very strange sequence involving Newton and Archimedes having an ongoing argument about their respective discoveries. *"So let me get this straight. You got in the bath, and you noticed that the water spilled over."* - **Isaac Newton**. (Archimedes was in the bath, with a funny hat on, for the whole sequence.)

I can't recall the reason for that sequence - I can only guess it had something to do with somebody's science homework. But whatever it was the show was funny, original and I should think a great comfort to many

children whose parents were going through, or had been through a divorce.

The Wild House (1996-1999)

This was a BBC show, as was *Microsoap*, and they weren't at all dissimilar. The only real difference was that this one centred around a nuclear family, which was good - *Microsoap* portrayed one kind of family, *The Wild House* another, and neither was portrayed as particularly normal or abnormal. The Wild House was, of course, inhabited by the Wild family. I can only remember one scene taking place outside the house, and this was the final scene in the final episode; they were on an aeroplane, and all we saw were a few seats and a window. There was always an ongoing storyline, and any developments taking place outside the house - at school, usually - were reported by the characters, meaning that we had to listen and follow (we children were still credited with being able to do that in those days).

At first the family consisted of Mum, Dad, Serena, Natalie and Arthur. Natalie, aged about thirteen, was constantly aware of the audience and talked to us no matter where she was. Just occasionally Arthur, a grubby boy who liked animals, and my personal favourite character, would speak to us around the house as well. But all the characters spoke to us at some point through a monologue, which took place in a weird kind of nowhere land with kaleidoscope-like patterns moving around behind the character as he or she told us about their day, or their thoughts and feelings, or whatever. I remember Serena taking this opportunity to rehearse a presentation for school, arguing the good points of chocolate.

After the first series, Serena's actress became too famous and busy to go on as a regular, for that actress was Honeysuckle Weekes. She was replaced with cousin Georgina, a leather-clad rebel whose character very closely resembled Serena's. Serena, meanwhile, was in America - I can't remember why - and for a few weeks she kept up her monologues, this time reading aloud her letters to the family to tell us about her antics in the US. But Serena's monologues stopped after a while; Mum and Dad kept disappearing, bringing to an end their summing-up-in-bed scene that ended each episode, and prompting the return of Grandma (who appeared briefly in one first-series episode), along with her over-the-top sister Evie, who was having a very amusing midlife crisis.

They were good characters, but then when Dad came back he started

talking to us as only Natalie and Arthur were supposed to do, and at some point a rubbish character called Dave came in and caused a jealous feud between Georgina and Natalie. It really started to go downhill - and then the series ended. That plane I mentioned was boarded by the family in the last episode because Serena was getting married over in the US. The final exchange was between Natalie and a handsome stranger on the plane, for the show was boyfriend-obsessed; boys were all Serena, Natalie and Georgina ever wanted. That was all rather fluffy and shallow, but Arthur's occasional sick-noises in the midst of it all opened a doorway for audience members who were not teenage girls that were into boys, and the family's antics were always great fun to watch. (CITV had a similar show called *Welcome to Orty-Fou*, which was okay, but not as good as *The Wild House* or *Microsoap*.)

Mike and Angelo (1989-1999)

It's hard to know where to begin describing this show. I can't really start at the beginning, because I only picked it up about halfway through, but I do know that it started with an alien called Angelo arriving in a wardrobe and befriending a boy named Mike. I never saw this first Mike, except in old clips that were shown for whatever reason; he left at some point, and for a time the show *had* no Mike. I took to watching it regularly during American actor Michael Benz's run as a new Mike, for you see Angelo attracted children called Mike as his friends. They would sometimes sit on the ceiling together, as this was an alien power that Angelo had, but I hardly saw any of that as they did increasingly less of it as the show went on.

The premise was simple: Angelo would get Mike into some kind of trouble, much to the chagrin of the adult looking after them at the time. I started watching just in time to see the back of Rita, the American Mike's aunt, and she was replaced by Katy - a Scottish woman whom Mike and Angelo chose to be the housekeeper/guardian Rita wanted to appoint after her departure. For a few years I watched the dream team of Angelo, Michael Benz's Mike and Katy, who made it to the end of the show with Angelo. The two of them quickly developed a relationship similar to that of Dave Seville and Alvin, of *Alvin and the Chipmunks*, right down to her furious cry of, "Angelo-o-o-o-o!"

Michael Benz quickly grew from a boy to a teenager, providing Angelo with the opportunity to make us laugh with his relationship advice - but when it became obvious that Mike was definitely a boy no longer, he had

to go. He left Angelo and Katy living in his aunt's house, and immediately after that a woman moved in next door with her young relative (I don't *think* they were mother and daughter) Mickey, short for Michaela. Of course Angelo and Mickey bonded right away, but I don't remember anything of what they did together, which perhaps is why Mickey only lasted for one series.

For the final series Angelo was given yet another new Mike, a boy who hung around the house and got into various scrapes with Angelo for no apparent reason, until about episode three when Katy described Mike to a visiting guest star as "mah nephew". I don't seem to remember much of him either, except one episode where Angelo was so skint that he could only afford a small colourful tag for Katy's birthday. Most of what I remember involves Katy and Angelo, in particular a scene where she is trying to remind him of her birthday; Angelo plays dumb, and then exclaims excitedly, "Of course! It's dustbin day!" Katy then leaves, Mike says it's her birthday and Angelo says he knows, and he's going to surprise her with the tag - inscribed, of course, with a nice birthday message.

Unfortunately a delivery man then comes round with a widescreen TV for the neighbours, Angelo takes it in for them, he leaves his tag on top of the box and this, of course, is where Katy finds it. I don't remember how Angelo dealt with the guilt of having to tell Katy that the TV was not for her, but I've no doubt it was very funny.

The makers of *Mike and Angelo* also gave us three series of *Snap*, a show following the trials of a boy whose father (or, in the final series, mother - and she was way better than the dad) runs a photography business in their house; and one series of *Polterguests*, in which three ghosts from different time periods help a single mother and her daughter to run the guest house they have been haunting for however many years. Both of these shows were very good, but *Mike and Angelo* had a certain something that put it far above the rest, and allowed it its ten-year run. This secret ingredient surely had to be a combination of the character Angelo, who could behave as so many children would like to because he had the excuse of being an alien, and the consistently wonderful way in which Tim Whitnall portrayed him.

PUZZLE PAGE TWO

First Words VI

I'm sure you remember this one - which characters spoke the following quotes as their first words on Knightmare? Name the episode and dungeoneer if you can.

1.) "Oh, lackaday. Oh dear, dear, dear. Oh, how dreadful, it's a human! Now I suppose you want me to open. Of course I can't, oh dear!"

2.) "Oh, weariness! Ah, despair! Ah, the bitter pill of self-delusion."

3.) "Abandon hope. There are black clouds ahead. I see evil portents. One bad turn leads to another. Tomorrow will be as bad as today."

4.) "Eeh, I said down, get down, get down, get down, get down! Ooh, all right, all right, all right! Now, geddup, geddup!"

5.) "Hail to you, dogsbottom! Ha-ha-ha-ha! Listen, adventuring cur - I guard these halls! Face me, or the right path is closed to you!"

6.) "Hey! Hey, watch it! Don't drop me! Hey! What're you doing?"

7.) "Halt! Who goes there? Not one step further, or I will blip you, and then I will blop you, and then perhaps I will eat you!"

8.) "I say, what in the Underworld do you think you're doing? Stand still when you're stomping about on a dragon's back! Even Smirkenorff don't stand clodhoppers, do you, Smirky?"

9.) "Ah, loll up, loll up, loll up! Ah, welcome to glorious emporium of humble servant. You want buy dragon mint? It make dragon fly you where you want to go."

10.) "Give me a word, or I take a limb - perhaps an arm, perhaps a leg, maybe even a head! Give me a word!"

SCANDINAVIAN NIGHTMARES

Jón Þórsteinn Petúrssón, February 2008

DISCLAIMER: Despite the apparent timelessness of this not-so-short story, it is part of an existing series, which has so far contained graphic depictions of extreme alcoholism, drug use, violence, theft, martial arts, animal torture, institutionalisation, church arson, abduction, sodomy, bizarre fetishes, underage sex, fascism, murder, cannibalism... and Cradle of Filth. Please be assured that any references to any of these slightly controversial subjects do not reflect the opinions or beliefs of the author of this piece or the editor of The Eye Shield fanzine, but are used for purely literary purposes to reflect the purely fictional opinions and/or beliefs of the purely (well, mostly purely) fictional characters. **YOU HAVE BEEN WARNED!**

"Ah! I see Gunnar is back with us," Treguard commented as the screen sparked back into life, to the sound of audible curses of frustration and a teacup shattering on the ground somewhere far beyond the Dungeon.

"Where am I?"

"You're in a room with four doors; two on the side walls and two on the far wall. The side doors have grilles over them; the far right door has a keyhole on it, and the left is open, and says FIRE EXIT over it. And there's something on the floor."

"It's an amusingly-shaped turnip," Gunnar replied, and put it in his knapsack. The life force clock jumped back to condition green but suffered no shape-changing effects.

"Oh dear, team," remarked Treguard. "Casper could have helped you out here, but of course, you rejected him."

"No way we were taking *that* with us," Øyvind scowled. "Any more of that and I'd have been forced to pick up the monitor and hurl it into the Dungeon, creating some kind of space-time-Dungeon paradox which could have been unimaginably disastrous. Consider yourself lucky I didn't have to. As for what Gunnar would have done trapped in that time tunnel with that key... it doesn't bear thinking about. I say we should take the fire exit."

"But team," Treguard interjected, "where's the fire?"

"He's got a point," Håkon mused. "We may be penalised by taking the fire exit... Gunnar, what would you do?"

There was a brief pause as Gunnar thought. "Got it!" he squeaked excitedly. He pulled a Zippo lighter out of his back pocket.

"What was that doing there?" Håkon asked him.

"I ran out of trousers yesterday morning, so I borrowed some of my brother's," Gunnar answered. "And he left his lighter in these. Fortune smiles on us yet again... and what do I have here, everyone?"

Gunnar brandished the Polish vodka, which was 80% alcohol, so that the team could see it on the monitor, then poured half the bottle on the floor, and set it on fire.

"There you go... there's the fire, now I can take the fire exit!" Gunnar declared triumphantly.

"Right, walk forward... keep going... stop, now sidestep to your left... and again... and again..."

Treguard looked on in growing concern at the team's flagrant breach of the rules of the Greater Game, and wondered if, despite the constant clamours that he could never be replaced as Dungeon Master, this team might just cost him his job. Gunnar exited the

room, and despite the flip-screen graphic obscuring most of the screen, a couple of the production team could be seen scuttling onto the set to douse the fire with a timely blast of carbon dioxide.

"Where am I?"

"You're in a room, which looks like it's made of wood..."

Xander interrupted Håkon's description. "Krieg!" he howled out of the blue. "Gunnar has found his way back to Norway!" He threw the horns and screwed his face into a particularly ugly gurn.

"And you really can't go wrong with axes on the wall," Øyvind added.

"Caution, team," Treguard warned. "There appears to be another anomaly approaching. An anachronism, if you will. Someone is invading from a later series!"

With very little warning, a filthy-looking man sprang up from behind Gunnar. He was carrying a rope.

"Oooh, look 'ere! It's a dunger-fingy!" yelled Sylvester Hands excitedly. "Orright, dunger-person, what's yer name then?"

"I'm Gunnar... who are you?"

"Well, my name's 'Ands, yer see. Sylvester 'Ands. That's 'ands, like feet..."

"Let me guess..." Gunnar interrupted. "But up the uvver end of yer body?"

"Cor you ain't 'alf intelly... interlerg... not stupid, ain'tcha?"

"Too right I'm not," Gunnar answered. "I came top of the class in Geography, History and Old Norse last term. I challenge you to a battle of wits!"

"Right, wits, I sees," snorted Hands. "First, right, I fink I should use me magic rope, yer see, what I got here, and I ties you up. That way, I gets to see yer not hidin' anyfing in yer pockets what could 'elp yer."

Treguard interrupted the situation. "Warning, team, you must take offensive action now!" Gunnar, quick as a flash and true to his admirable school results, responded.

"Before you 'ties me up', as it were, I think you should have a drink first," Gunnar told Hands, removing the single loop of rope he was not exactly trapped in. He gave Hands the bottle of Polish vodka.

"Yer right, I likes a drink, I does. What yer got fer me 'ere?"

Hands could not read the bottle, but opened it anyway. Of course, everyone except Hands knew by this stage the vodka was real. Hands took a lengthy gulp, and immediately fell over in a crumpled heap on the floor.

Treguard sniggered. "Good move, team. It looks like Sylvester Hands has been..." And with a knowing look, he finished his sentence... "...*pole*-axed."

Øyvind turned to Treguard with a fearsome scowl. "*Never* make that joke again," he grumbled. Treguard stared him down. Gunnar, meanwhile, was tying up the paralytic thief with his own rope.

"See, there's the benefit of being in the Norwegian Scouts," Gunnar goaded his would-be assailant, who was as near as made no difference unconscious. "Now, let's have a look what we have here..."

"I should leave him there, team, you're only wasting life force," Treguard added.

"I heard that," Gunnar replied, rummaging through Hands' filthy, smelly cloak.

"Wasting life force, eh? This should do the trick..."

Gunnar brandished a half-eaten chicken leg and put it in the knapsack. To everyone's surprise it contained no diseases or parasites, and was not poisoned. The life force

clock changed back to a green background and a fully armoured face. Gunnar continued to search Hands, and also found a bar of gold.

"Hang on a minute," he told the advisors. "I've seen this bar of gold before... it's the one we had in level one! Hands must have stolen it from Mildread's cauldron when she wasn't looking. I think I'll have that."

Treguard refused to intervene; after all, Gunnar had merely exchanged the vodka for the gold, albeit by a highly dubious method, and as such was not breaking the rules of the Greater Game. Håkon guided him out through the right-hand door.

Backstage, it was said you could cut the atmosphere with a cricket stump. Gunnar's antics with the unwashed vagabond had been welcomed like a sausage at a bar mitzvah. "How did they do that?" the director fumed. "We send Sylvester Hands in there with the rope all ready to go and they turn it on him... right, I've had enough. Time to drop them in it properly and literally..."

"Where am I?"

"You're on a broken bridge over a deep pit, and in the pit there's more maggots, only this time they're orange."

"Oh dear, team," Treguard said with a growing grin on his face. "If only you had shown a shred of humanity to Sylvester Hands, he might have gifted you something to bring you safely through this room. Now what are you going to do?" Treguard, of course, knew perfectly well that Hands could never have carried any magic with him, as he'd have been thick enough to use it on himself before being any threat with it to any dungeoneer.

Håkon was hardly concerned. "Right, Gunnar, listen up. Didn't Per-Erik teach you a few of those kung fu tricks when he came back from Denmark?"

"He did, actually... what's that got to do with this?" Gunnar answered.

"I reckon, if you executed a perfect flying kick, it'd take you over the crack in the bridge," Håkon advised. "There's little else we can do this time. Three paces, then jump. You got that?"

"Right... here goes..."

Gunnar prepared himself, unaware that the life force clock had appeared in the pit of maggots, and was showing the lower stages of condition amber – despite finding food in the previous room. As the clock ticked round to red, Gunnar let rip. He took off right at the edge of the gap, but definitely still in contact with it so the production team couldn't "accidentally" drop him into the pit without drawing accusations of foul play. Irrespective of his lack of vision, he flew through the air with the smooth motion of a sprite from Street Fighter II – obviously we're not talking about E. Honda here – and landed safely on the other side, flinging himself so far forwards that he landed with his head in the doorway. He stood up, and Håkon spoke to him.

"There's something stuck to the front of the helmet!" Håkon shouted. Gunnar waved his hand around in front of where his face should have been, pulled off the offending object and examined it under the helmet.

"It's a cream bun!" he declared. "What was that doing there? Still, shame to waste it..."

Gunnar put the cream bun in the knapsack and walked forwards, into the next room. Legend has it that further loud howls of protest, involving carelessness at leaving a cream bun where it wasn't supposed to be and how this team could and should have

perished, were heard in the distance.

"Where am I?"

"You're in a mine. There's a truck on the far wall, and there's a man shovelling something into it."

Bumptious turned round from his work and spotted Gunnar.

"Hey! What are you doing here?" he asked.

"He's got a chin-strap beard!" howled Xander. "I reckon he's..."

Bumptious interrupted another potentially racist sermon from Xander. "Well, what are you doing here?" he asked Gunnar. "Have you come to shut down the mine like what happened to the last one?"

"Not exactly," Gunnar answered. "I'm supposed to be on a quest for a sword. What that has to do with mining I have no idea."

"Oh dear, oh dear, no mining experience, we can't be having that," Bumptious muttered. "So, I suppose you're not a member of the HoGG, are you..."

"What in the name of Odin is the HoGG?" Gunnar asked him.

"The HoGG? That's the Honorary Guild of Goldminers," Bumptious replied. "All dwarves are members of the HoGG. See, it's written here in article 3.22 of Chapter Five of the Official HoGG Book of Law."

Gunnar could only see up to Bumptious' waist under the helmet, and was starting to get suspicious. "So you're a dwarf, are you?" he asked.

"Oh yes, dwarves we are, one and all..."

"Bit tall for a dwarf, aren't you?"

"Come off it, what do you humans know about dwarves?" Bumptious replied, with increasing frustration.

"You're talking to a hardened Tolkien geek here, and I've seen and heard more about dwarves than you might think," Gunnar answered.

"Very well, very well, I suppose we should commence the official trial," Bumptious said. "Preparing to commence trial... trial now open. First we have to make you a temporary member of the HoGG - raise your right hand..."

Gunnar did so. Xander also followed the instructions, and raised his right hand in the way only he would ever have considered.

"Heil Hitler!" Xander hollered at the top of his voice.

"NOT LIKE THAT!" Håkon and Øyvind admonished him in unison. Håkon elbowed Xander hard in the ribs, and he put his hand down.

Bumptious continued. "By the power invested in me, by the HoGG, the Honorary Guild of Goldminers..."

"Get on with it!" Gunnar barked.

"Yes, get on with it!" chorused Håkon, Øyvind, Xander, Treguard, and anyone else who might have been around.

Bumptious growled. "Right, first trial question. Do dwarf women have beards?"

"Yes," Gunnar answered, instantly.

"No, no, no, you're wrong," moaned Bumptious. "Of course they don't, they're women!"

"It is *you* that is wrong," Gunnar grunted. "For is it not written in *The War Of The Jewels*, that dwarf women have beards?"

"I'm not sure what you're talking about..." Bumptious replied.

Gunnar's brain waved itself into overdrive. "You'll find it *is* written, and I quote..."

And quote he did, verbatim, entirely from memory.

"The Naugrim were ever, as they still remain, short and squat in stature; they were deep-breasted, strong in the arm, and stout in the leg, and their beards were long. Indeed this strangeness they have that no Man nor Elf has ever seen a beardless Dwarf - unless he were shaven in mockery, and would then be more like to die of shame than of many other hurts that to us would seem more deadly. For the Naugrim have beards from the beginning of their lives, male and female alike; nor indeed can their womenkind be discerned by those of other race, be it in feature or in gait or in voice, nor in any wise save this: that they go not to war, and seldom save at direst need issue from their deep bowers and halls. It is said, also, that their womenkind are few, and that save their kings and chieftains few Dwarves ever wed; wherefore their race multiplied slowly, and now is dwindling."

"Oh well, if you put it that way... truth accepted," Bumptious conceded. "Now, what do dwarves seek?"

"That's easy enough; beer and mead – well, alcoholic drinks in general, but mainly those two."

"No, no, nooooo!" wailed Bumptious, setting himself up for another huge fall.

"Dwarves seek gold!"

"Not these dwarves, I can tell you," Gunnar answered back. "I've also been studying the legends of the dwarves of Finland; like the Naugrim, they live underground, and never see the sun. They spend most of their lives eating reindeer meat, and drinking alcoholic concoctions of fermented barley and honey. As they are neither miners nor traders, gold never comes into the equation. Are you sure you're a real dwarf and not just a bloke with a beard?"

Bumptious paused for a while. "I've had enough of this..." he grumbled. "I'm on strike!" He disappeared out of view.

"Well, team, now you have problems," Treguard warned them. "You needed his help to get you into level three, as you cannot enter the mine shaft on foot. Now what are you going to do? All you will achieve here is to waste your life force."

"But get into level three we will, just watch us!" boomed Håkon heroically. "Gunnar, get in the mining cart."

Gunnar did as he was instructed.

"Spellcasting: M-O-T-O-R!"

There was a jangly spell noise, but it decreased in pitch as the spell failed to fire, in much in the same way as a series one team had failed to create a well. Håkon looked on in a mixture of disbelief and disgust.

"Oh dear, team, Cedric's had the last laugh on you after the way you treated him. It seems you're stuck here now!" Treguard resisted the urge to let out a Mogdredesque laugh.

"Wait a minute, I've got an idea," said Gunnar, still sitting in the mining cart. Before he could relay his idea to the team, he was interrupted by a goblin horn, and some goblins appeared to chase him and finish his quest. He hurled the gold at the goblins, and it hit one square in the head, knocking it flying. The cart, to everyone's surprise except Gunnar's, started to move down the mine shaft. Instead of hurtling down the line as it would usually have done, it rolled steadily downhill, picking up just enough speed to carry it to the end.

"Dragon's breath!" cursed Treguard. "How did you do that?"

"I forgot mention earlier that I came top in Physics as well. Every action has an equal

and opposite reaction, right? Newton's Third Law of Motion. Now, if I throw this heavy gold bar in the opposite direction to the way we want to go, hopefully it will be heavy enough and I can throw it fast enough to give us enough momentum to start us off down the tracks. And what do you know, it worked. Know what you're dealing with here, everyone in level three, because we are coming!"

***** END OF PART FOUR *****

POETRY CORNER

Here is a little ditty about the last dungeoneer ever to do two very significant things: attempt level two, and die. Rebecca was her name, and this is her story.

From Dorset's coast there came four maids,
Who had some brains, though not in Spades.
Through the smelly pipe of brick,
They learned of Lord Fear's cunning trick
To dress up as a friendly monk,
And leave them in a right old funk!
Stone of fire and horn of noise
Soon proved to be the best of ploys
To wake up Smirky from his snooze
And pass the balls with time to lose.
From Brother Strange a code was learned,
While Lord Fear's bogus clue was spurned.
Beyond the rune lock, trapdoors dwell,
For those who have a small FLOAT spell.
Deep down in Goth, and level two,
A wicked plan was on the brew.
Sadly, though, the fireball brandy
Surely would have come in handy.
But gold was taken in its stead,
Which meant that Bex would soon be dead!
Past sewers green, in tunnels deep,
Wicked miremen never sleep.
Rebecca met a soggy foe,
And so back home she had to go.

PUZZLE ANSWERS

Famous Last Words VI:

- 1.) Dooris. Episode 415. Giles.
- 2.) Doorkis. Episode 416. Giles.
- 3.) Dooreen. Episode 413. Dickon.
- 4.) Casper. Episode 216. Karen.
- 5.) Gundrada. Episode 415. Giles.
- 6.) Dreadnort. Episode 613. Sofia.
- 7.) Ridolfo. Episode 613. Sofia.
- 8.) Julius Scaramonger. Episode 614. Chris IV.
- 9.) Ah Wok. Episode 615. Chris IV.
- 10.) Honesty Bartram. Episode 806. Nathan.

First Words VI:

- 1.) Dooris. Episode 401. Helen II.
- 2.) Doorkis. Episode 402. Helen II.
- 3.) Dooreen. Episode 413. Dickon.
- 4.) Heggatty. Episode 602. Matt.
- 5.) Cedric. Episode 103. Simon I.
- 6.) Casper. Episode 103. Simon I.
- 7.) Fatilla. Episode 402. Helen II.
- 8.) Elita. Episode 505. Sarah.
- 9.) Ah Wok. Episode 601. Matt.
- 10.) Dreadnort. Episode 602. Matt.